Early Childhood Studies 2019

Study plan

Section 1: School statement

School:	Queensland Curriculum and Assessment Authority
Subject code:	6403
Combined class:	No
School contact:	SEO
Phone:	(07) 3864 0375
Email:	seo@qcaa.qld.edu.au

Section 2: Course and assessment overview

Early Childhood Studies is a four-unit course of study.

Units 1 and 2 of the course are designed to allow students to begin their engagement with the course content, i.e. the knowledge, understanding and skills of the subject. Course content, learning experiences and assessment increase in complexity across the four units as students develop greater independence as learners.

Units 3 and 4 consolidate student learning.

QCAA approval

QCAA officer:	Date:
---------------	-------



Unit	Module number and description	Time in hours	Electives	Core concepts and ideas	Assess no.	Assessment technique, description and conditions	Dimensions
1	Module 1: Nurturing children's learning This module investigates the value of play-based learning in early childhood.	28	Play and creativity	Fundamentals of early childhood • F1 Growth and development includes the developmental milestones, similarities and differences that children experience aged from birth to five years • F2 Relationships are the foundations for the construction of a child's identity • F4 Children who have a positive wellbeing are connected, optimistic and confident Practices in early childhood learning • P1 Play-based learning is a context for learning through which children explore, experiment, discover and solve problems to make sense of their world • P2 Responsiveness includes knowing and accepting children and respecting that they are unique individuals • P3 An active learning environment encourages opportunities for children to explore and interact with the environment	1	Investigation Evaluate the findings of an investigation into the characteristics of effective, developmentally age-appropriate play-based learning activities that encourage positive wellbeing in children aged four to five years. • Multimodal response Vlog. 3.0–5.0 minutes	Knowing and understanding Analysing and applying Planning and evaluating

Unit	Module number and description	Time in hours	Electives	Core concepts and ideas	Assess no.	Assessment technique, description and conditions	Dimensions
1	Module 2: Small talk — Words for life This module will teach literacy through the use of a product.	27	Literacy and numeracy skills	Fundamentals of early childhood • F1 Growth and development includes the developmental milestones, similarities and differences that children experience aged from birth to five years • F2 Relationships are the foundations for the construction of a child's identity Practices in early childhood learning • P1 Play-based learning is a context for learning through which children explore, experiment, discover and solve problems to make sense of their world • P2 Responsiveness includes knowing and accepting children and respecting that they are unique individuals • P4 Observations are used for gathering information about children's learning	2	Project Plan, justify and evaluate a play- based learning activity incorporating a story and a product to develop literacy skills for five-year-old children. • Product component Short story and product, e.g. puppets, props, felt letters. • Multimodal component Planning, justification and evaluation of play-based learning activity. 2.0–4.0 minutes	Knowing and understanding Analysing and applying Planning and evaluating

Unit	Module number and description	Time in hours	Electives	Core concepts and ideas	Assess no.	Assessment technique, description and conditions	Dimensions
2	Module 3: Everyone is unique This module will evaluate differentiation in practice in a childcare centre.	27	Health and physical wellbeing	 Fundamentals of early childhood F1 Growth and development includes the developmental milestones, similarities and differences that children experience aged from birth to five years F4 Children who have a positive wellbeing are connected, optimistic and confident F5 Policies, frameworks and guidelines influence and enhance early childhood and education care services F6 Pathways to early childhood education and care services are many and varied Practices in early childhood learning P2 Responsiveness includes knowing and accepting children and respecting that they are unique individuals P3 An active learning environment encourages opportunities for children to explore and interact with the environment 	3	Extended response Analyse and evaluate a case study about a child with learning difficulties in order to determine the effectiveness of a childcare centre's program for this child. • Written response Report. 500–800 words	Knowing and understanding Analysing and applying Planning and evaluating

Unit	Module number and description	Time in hours	Electives	Core concepts and ideas	Assess no.	Assessment technique, description and conditions	Dimensions
2	Module 4: Count me in This module will teach numeracy through play.	28	Literacy and numeracy skills	Fundamentals of early childhood • F1 Growth and development includes the developmental milestones, similarities and differences that children experience aged from birth to five years • F2 Relationships are the foundations for the construction of a child's identity • F3 Children are connected with and contribute to their world through respecting diversity, social responsibility and being aware of fairness Practices in early childhood learning • P1 Play-based learning is a context for learning through which children explore, experiment, discover and solve problems to make sense of their world • P2 Responsiveness includes knowing and accepting children and respecting that they are unique individuals • P4 Observations are used for gathering information about children's learning	4	Project Plan, justify, implement and evaluate a play-based learning activity to develop numeracy skills in children aged three to four years. • Written component Blog. 400–700 words • Performance component Implemented with children aged three to four years at a childcare centre.	Knowing and understanding Analysing and applying Planning and evaluating

Unit	Module number and description	Time in hours	Electives	Core concepts and ideas	Assess no.	Assessment technique, description and conditions	Dimensions
3	Module 5: Playing to learn and learning through play This module will teach creativity and self-expression through the use of a product.	27	• Play and creativity	Fundamentals of early childhood F1 Growth and development includes the developmental milestones, similarities and differences that children experience aged from birth to five years F2 Relationships are the foundations for the construction of a child's identity F3 Children are connected with and contribute to their world through respecting diversity, social responsibility and being aware of fairness Practices in early childhood learning P1 Play-based learning is a context for learning through which children explore, experiment, discover and solve problems to make sense of their world P2 Responsiveness includes knowing and accepting children and respecting that they are unique individuals	5	Project Plan, justify and evaluate a play- based learning activity incorporating a product to encourage creativity and promote self-expression for children aged four to five years. • Product component Dress-up costumes, woodwork, superhero props, etc. (Photographed for use in blog). • Written component Blog. 500–900 words	Knowing and understanding Analysing and applying Planning and evaluating
3	Module 6: Fly to the moon This module will evaluate the appropriateness of an educational game for a particular childcare centre.	28	Play and creativity	Fundamentals of early childhood F4 Children who have a positive wellbeing are connected, optimistic and confident F5 Policies, frameworks and guidelines influence and enhance early childhood and education care services Practices in early childhood learning P2 Responsiveness includes knowing and accepting children and respecting that they are unique individuals P3 An active learning environment encourages opportunities for children to explore and interact with the environment	6	Extended response Analyse stimulus for an educational game for five-year-old children that promotes human emotion and empathy, and evaluate its appropriateness for a particular childcare centre. • Written response Report. 600–1000 words	Knowing and understanding Analysing and applying Planning and evaluating

Page 6 of 8

Unit	Module number and description	Time in hours	Electives	Core concepts and ideas	Assess no.	Assessment technique, description and conditions	Dimensions
4	Module 7: Have a go, mate! This module will teach safety and responsible risk-taking.	28	Indoor and outdoor learning environments	Fundamentals of early childhood • F1 Growth and development includes the developmental milestones, similarities and differences that children experience aged from birth to five years • F3 Children are connected with and contribute to their world through respecting diversity, social responsibility and being aware of fairness • F4 Children who have a positive wellbeing are connected, optimistic and confident • F5 Policies, frameworks and guidelines influence and enhance early childhood and education care services Practices in early childhood learning • P1 Play-based learning is a context for learning through which children explore, experiment, discover and solve problems to make sense of their world • P2 Responsiveness includes knowing and accepting children and respecting that they are unique individuals • P3 An active learning environment encourages opportunities for children to explore and interact with the environment	7	Project Plan, justify, evaluate and implement a play-based learning activity to teach children aged four to five years about an aspect of safety and responsible risk-taking (e.g road safety, sun safety, stranger awareness, playground safety). • Performance component Implemented with children aged four to five years. • Multimodal component Planning, justification and evaluation of play-based learning activity in a vlog. 3.0–6.0 minutes	Knowing and understanding Analysing and applying Planning and evaluating

Unit	Module number and description	Time in hours	Electives	Core concepts and ideas	Assess no.	Assessment technique, description and conditions	Dimensions
4	Module 8: Stoplooklisten what's next? This module will evaluate the learning needs of a particular child.	27	• Play and creativity	Fundamentals of early childhood F1 Growth and development includes the developmental milestones, similarities and differences that children experience aged from birth to five years F3 Children are connected with and contribute to their world through respecting diversity, social responsibility and being aware of fairness F5 Policies, frameworks and guidelines influence and enhance early childhood and education care services F6 Pathways to early childhood education and care services are many and varied Practices in early childhood learning P1 Play-based learning is a context for learning through which children explore, experiment, discover and solve problems to make sense of their world P2 Responsiveness includes knowing and accepting children and respecting that they are unique individuals P4 Observations are used for gathering information about children's learning	8	Investigation Evaluate a particular child's learning needs by collecting, documenting and analysing evidence of development to inform future learning. • Multimodal response Vlog. 4.0–7.0 minutes	Knowing and understanding Analysing and applying Planning and evaluating

Student profile

Early Childhood Studies 2019

Teacher: Student name:

Class: Year:

Unit	Module of work	Assessment Instrument No.	Assessment Instrument	Formative or Summative	Knowing and understanding	Analysing and applying	Planning and evaluating
4	Module one Nurturing children's learning	1	Investigation	F			
1	Module two Small talk — Words for life	2	Project	F			
_	Module three Everyone is unique	3	Extended response	F			
2	Module four Count me in	4	Project	F			
Inte	erim Standards						
Inte	erim Result						
3	Module five Playing to learn and learning through play	5	Project	S			
•	Module six Fly to the moon	6	Extended response	S			
	Module seven Have a go, mate!	7	Project	S			
4	Module eight Stoplooklistenwhat's next?	S					
Ex	it Standards						
Ex	it Result						